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DONKEY KONG COUNTRY 2™
DIDDY'S KONG QUEST™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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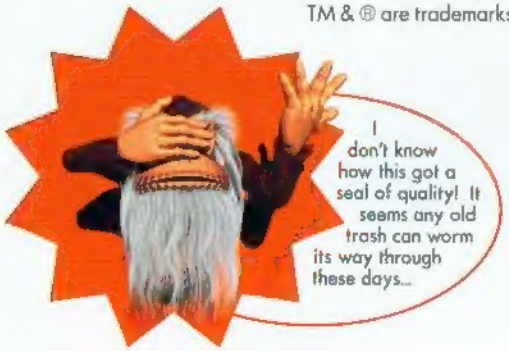

KIDS TO ADULTS
AGES 6+

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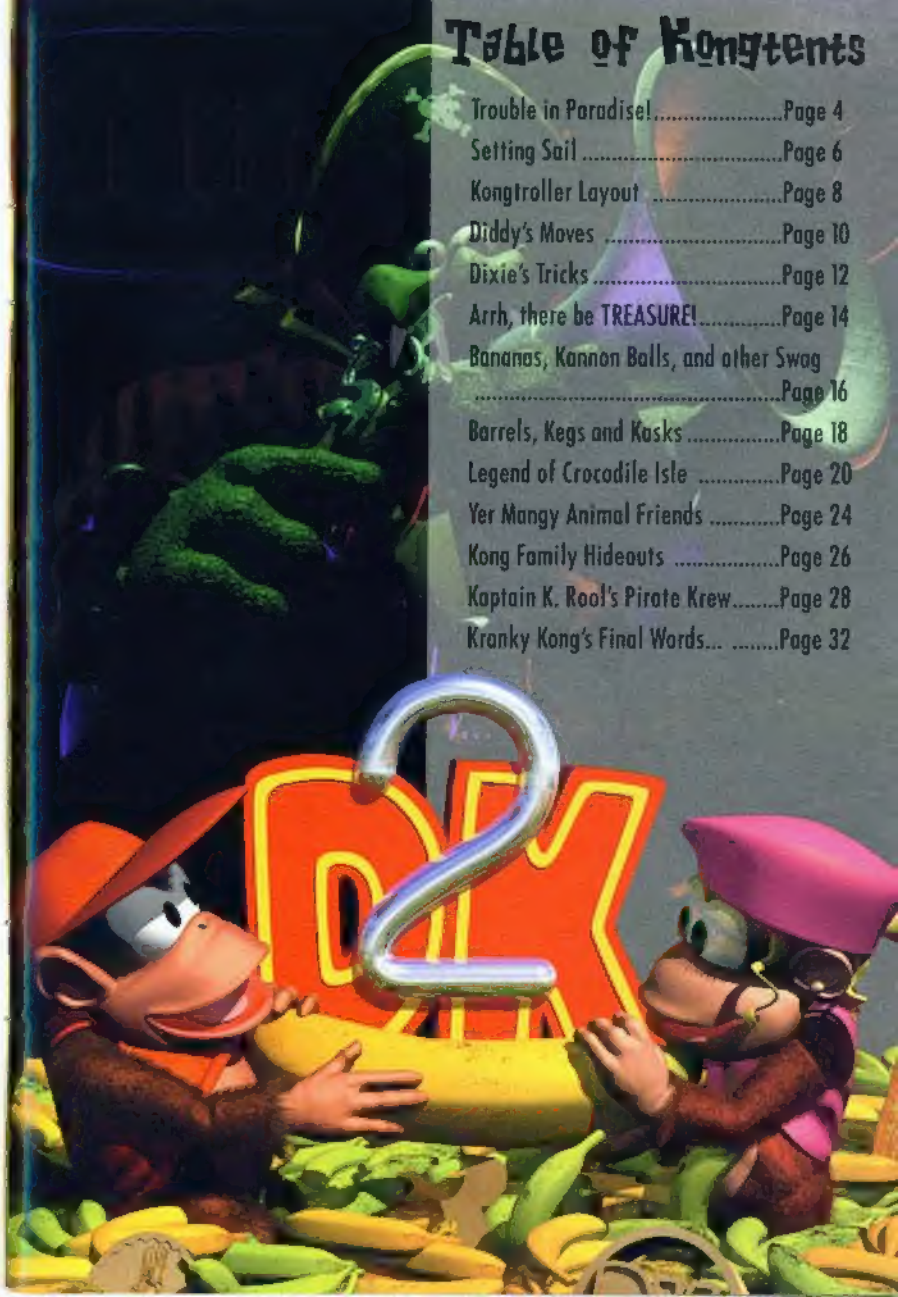


Trouble in Paradise

DonkeyKong gulped down the last of his banana milkshake and sighed happily, his old beach chair creaking as he wriggled his toes in the sand. "This is the life," he thought to himself. "The sun beating down on a clear blue sea, and no pesky banana-thieving Kremlings to worry about." Lazily he raised a hand to wave at Funky, who was showing off his surfing expertise out on the waves with the squawking seagulls.

Donkey Kong settled back and closed his eyes, thinking he'd have a little doze, when he heard the sound of shuffling feet. Before he knew what was happening, Cranky Kong bopped him on the head with his cane.

"Yowch!" he exclaimed, glaring at the snickering old ape standing in front of him.

"Well, well..." said Cranky, "what do you thing you're doing sitting around all day? They won't get much of a game out of this, will they? I thought you were supposed to be a big star!"

"Even stars get time off," muttered Donkey Kong, rubbing his head.

"I never did," said Cranky proudly. "Whisking off maidens and throwing barrels around the place seven days a week, I was. That's how I got where I am today, you know. Hard work. None of this lazing around on the beach."

"Why don't you go off and pester Diddy or something?" complained Donkey Kong. "Let me have a bit of peace for once!"

Cranky snorted. "Hah! He's off somewhere with that girlfriend of his. But still, I can see when I'm not wanted..."

Grumbling to himself, Cranky shambled off down the beach, leaving Donkey Kong to pull his hat over his eyes, sink down into his beach chair and slowly drift to sleep.

When night fell and their big buddy still hadn't returned, Diddy and Dixie Kong got worried and went to look for him. As they reached the beach, they saw hundreds of strange looking footprints that led from the sea to form a big circle around the spot where Donkey Kong's chair lay, smashed to pieces.

"Kremlings!" Diddy gasped in horror.

On top of the bits of chair they found a note:

To the yellow-bellied, land-lubbing Kong Family:

Hah-arrrrh! We got the big monkey!

If you want him back, you scurvy dogs, you'll have to hand over the banana hoard!

Kaptain K. Rool

"I thought we'd seen the last of that old rascal for a while," sighed Wrinkly Kong, Cranky's good-natured, old wife, when the rest of the family had read the ransom note.

"Well," grunted Cranky, "I suppose we'd better give him the bananas, hadn't we?"

Diddy was shocked. "After all we did to get them back last time? Donkey Kong would go crazy if he lost his bananas again!"

"Got any better ideas, you young whippersnapper?" demanded the old ape.

"We've got to rescue him, of course!" said Diddy and Dixie together.

But Cranky just laughed. "Oh really? And who exactly is 'we', hmmm?"

"Count me out, dudes," said Funky quickly, backing away from the group. "I hate adventures."

"I think I'm a bit old for that sort of thing," said Wrinkly apologetically.

"And I'm sure as spit not gonna do it," snapped Cranky. "Not that I'm past my prime, mind you—I could still do a better job than the rest of you put together—but I wouldn't be seen dead in a game that scrolls and has bonus levels and end bosses!"

"What about me?!" asked Diddy, stamping his foot. "I went with Donkey on his last adventure! Why can't I do it?!"

"You?" laughed Cranky. "You've only been in one game, and you didn't even get your name in the title! You think that makes you a hero?"

Diddy looked discouraged, but Dixie was quick to stand up for him. "Give him a chance—he could be a better hero than you ever were," she challenged.

Cranky scowled. "You think so, do you? You think he can make his way through all those Kremlings and all those traps, all by himself?"

"He won't be by himself," she replied. "I'm going with him!"

Diddy stared at her and she stared defiantly back.

"But it's dangerous!" he protested.

"You're not scared, are you?"

"Of course I'm not!"

"Well, neither am I. Don't try to argue—if you're going, I'm going with you."

Diddy sighed. He knew a hopeless argument when he saw one. But still, he was Donkey's only hope! Of course, if he managed to rescue his big buddy, he'd become a real video game hero, too! Could he ask for a better chance to prove himself?

Cranky was looking them over shrewdly. "All right," he said. "If you somehow get back safely from this and bring back that good-for-nothing Donkey with you, I'll admit that maybe you have what it takes after all. But if you don't, there will never be more than cheap cameo roles for you in the future, my boy."

Diddy stood up straight and proud, ready for his new quest. "I'll bring him back, you'll see!" he declared.

The others offered him encouragement. Wrinkly gave him a warm smile, while Funky offered his hand for a high-five. "Go for it, little dude!"

And as soon as the sun rose again, the brave young pair set out.

Setting Sail

Ahoy, ya scurvy sea dogs! Come to set sail to Crocodile Isle, eh? Well, first you have to plug the cartridge into the Super NES®. Then, turn the power on. You can watch the demo if you want, but how fun is that? Press START when you're ready to set sail for adventure!

SAVE SLOT

When you start the game, you'll have to choose which slot to save your progress in. During the game you will have to make it to Kong Kollege so Wrinkly Kong can save your game, but more on that later. If you're continuing your game from before, you'll be able to select the saved game on this screen. You can also copy a saved game into another slot on this screen.

GAME PLAY MODES

You can play Donkey Kong Country 2 by yourself or with a friend.

In "Two-Player Contest" mode, you take turns with a friend to see who can finish the most levels in the shortest time.

In "Two-Player Team" mode, both players take turns playing, with one controlling Diddy and the other controlling Dixie.

Game Screen

During game play, the different counters that tell you how many items you have collected are scrolled off the screen. They will appear when you collect an item. The following things might appear on the screen:

BANANA COUNTER

This keeps track of how many bananas you collect. Get 100 for a free life.

K-O-N-G LETTERS

Collect the set to earn a free life.

LIFE BALLOON METER

This appears when you get an extra life balloon, or lose a life, to let you know how many lives you have remaining.

TIMER

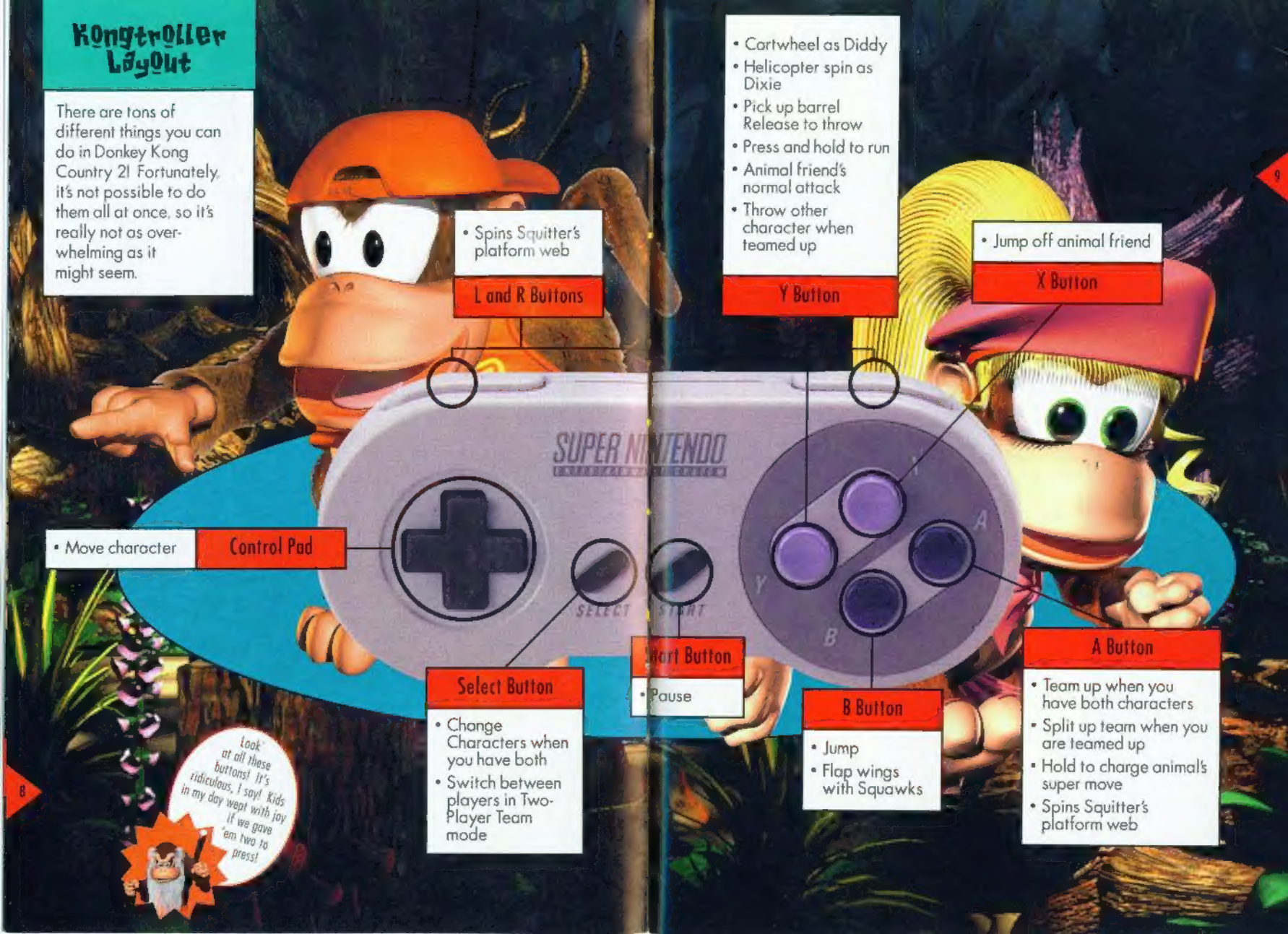
In the Bonus Levels you will have a limited amount of time to get the Kremkoin.

MAP SCREENS

There is a map screen for each of the Worlds in DKC 2. The maps show the different Levels in the World. You can also see the locations of the different Kong Family members who will help you on your adventure. In each location, arrows will point in the direction you can go next.

Kongtroller Layout

There are tons of different things you can do in Donkey Kong Country 2! Fortunately, it's not possible to do them all at once, so it's really not as overwhelming as it might seem.



He's Back!

Diddy Kong!

Diddy's in the starring role this time and he's off to prove himself a true member of the Kong Family of Video Game Heroes. He'll have his work cut out for him as he storms Kaptain K. Rool's pirate haven on Crocodile Isle!

Cartwheel

Diddy's signature cartwheel attack lets him bowl over enemies. If he cartwheels off the edge of a platform and then jumps, he'll leap a little farther than he does with a normal jump.

Throw

Diddy can pick up barrels and certain enemies (after stepping on them), and then throw them. Press the Y Button to pick up a barrel, and release the button to throw it. If you press Down on the Control Pad as you release the button, you will put the barrel down.

Jump

Jumping is a skill you'll need for exploring all the different nooks and crannies of Crocodile Isle. You can also jump on top of some enemies to attack them.

Swim

Swimming comes in handy in the many aquatic areas of Crocodile Isle. Tap the B Button to make Diddy swim. Use the Control Pad to make him sink or swim faster.

Climb

Crocodile Isle is covered with climbable terrain, which makes it a perfect place for a monkey to explore. Diddy and Dixie can not only climb up and down here, but they can also climb to the right and left if the rope or chain goes in that direction.

Run

Hold down the Y Button as you move to make Diddy run. Running makes the game faster and more exciting.

Diddy's Advantages

Diddy's cartwheel jump enables him to make jumps that are longer than average jumps. Also, notice that Diddy carries the barrel out in front of him and that it acts like a shield as he runs into enemies while carrying it.

Here comes...

Dixie Kong!

Dixie's Helicopter Spin!

Using her terrific tresses, Dixie can float slowly to the ground from high places by pressing and holding the Y Button as she falls. While on the ground, Dixie can also spin to defeat enemies.

Throw

Dixie uses her ponytail to pick up and throw barrels. She holds the barrels above her head, which gives her a slightly different throwing trajectory than Diddy has.

Climb

Being a monkey, Dixie can swing just like Diddy and Donkey Kong. Her aerial abilities give her an edge when she's at high altitudes because she can helicopter to slow her fall.

Dixie and Diddy are inseparable friends and go everywhere together. Both share a love of adventure and the awesome abilities to make it fun! Dixie's powerful ponytail allows her to equal and sometimes even surpass Diddy's adventuring abilities!

Swim

Dixie isn't afraid of the water (or much else for that matter). She's as much at home under the sea as her friend Diddy is.

Run

Hold down the Y Button as you move to run. While running, you will automatically pick up any objects in your path, so use this with caution.

Team-Up!!

When Diddy and Dixie are together, they form a powerful team. Press the A Button to pick up the other character. You can then throw your pal using the Y Button. You can use the throw to attack enemy characters or to reach normally inaccessible places and items. Try to toss your friend in many different situations.

GOLDEN TREASURE!!!!!

Gold doubloons and pieces of eight! Pirate loot and sea-borne swag! It's all here, strewn across Crocodile Isle! By bagging much coin, you gain many game play advantages!

Cranky's Video Game Hero Coin

These huge DK coins are well hidden, one per level, by Cranky himself. Collecting these will improve Diddy's status as a video game hero in Cranky's eyes. You have not really finished a level until you have collected the Video Game Hero Coin.

Kremkoins

You can earn a Kremkoin in each Bonus Level. There are three different types of Bonus Levels. In one type, you must collect all the Stars to make the Kremkoin appear. In the second type, the Kremkoin is hidden and you must find it. In the third type, you have to defeat all the baddies to make it appear. You can use Kremkoins to pay off the monstrous Klubba so you can cross his toll bridge. What is on the other side? That's for you to find out!

Banana Bunch Coin

These coins are used to pay the various members of the Kong Family for their help. Yes, the days of free advice are over. Even old Cranky charges for his words of wisdom (although the insults are still free).

More Swag!

Bananas and Banana Bunches

The trail of bananas will lead you to your ape-napped buddy, Donkey Kong. It is possible to get every banana, and in fact the bananas will always lead you in the proper direction if you get lost.

No Animal Sign

This sign indicates that your animal friend cannot continue beyond this point. If you try to go past he will simply disappear. Don't feel too bad, though. You'll be rewarded depending on how difficult it was to reach the sign.

Crates

You'll find these scattered about the island. Picked up and thrown, they make good weapons to bean enemies with.

Hot Air Balloon

Use this balloon to safely float over lava, just don't run out of hot air or things will get a little hotter.

Animal Crates

Jump on the different animal crates to release your animal friends from inside.

Extra Life Balloons

There are three different colored Extra Life Balloons. The different colors are worth different numbers of lives. Red is worth the fewest, Blue is worth the most.

Kannons and Kannonballs

Kannonballs by themselves are good, reusable ammunition to throw at enemies. If you place a kannonball in a kannon, it will flash, indicating that it's loaded. Jump into the loaded kannon and it will launch you to a Bonus Level.

End of Level Target

Jump on the target to finish the Level. If you jump from a high enough altitude, you will win the prize that is displayed.

Treasure Chests

These chests contain many different types of items. Break them open by throwing them at enemies to discover what is inside.

KONG Letters

Collect the letters to spell KONG and earn an extra life.

K O N G

"I've never seen so much worthless rubbish! I'm surprised they don't give you a special "trash barrel" to haul it all around in!"

1

Barrels

What's more fun than a barrel full of monkeys? How about Diddy and Dixie in a barrel? There are tons of barrels in DKC 2, and most have special uses.

2

Bonus Barrel

Bonus Barrels launch you into Bonus Levels when you jump into them.

3

Plus and Minus Barrels

Plus and Minus Barrels are found on the different roller coaster levels. The Plus Barrels will add time to the timer, the Minus Barrels will send you into the Minus World! (Uhhh... wrong game. Actually, they will take seconds away from the timer.) When the timer runs out, Kackle will catch you!

4

Check and X Barrels

The U Barrels will open the gates on the roller coaster, the X Barrels will close them.

5

Barrel Kannons

There are several types of Barrel Kannons:

The Arrow Barrel simply launches you in the direction of the arrow. Use the Control Pad to make your character move to the right or left once you're airborne.

Blast Barrels will automatically launch you in a certain, pre-programmed direction.

Delayed Blast Barrels will allow you to aim them in the desired direction before they blast you out. Be careful though, with some of these barrels you only have a limited amount of time to shoot them before they go off automatically.

6

Steerable Barrel

You can steer this Barrel in any direction.

7

Rotatable Barrel

Use Right and Left on the Control Pad to rotate this Barrel into the desired position.

8

Diddy & Dixie Barrel

Some Barrel Kannons are usable only by a certain character.

9

TNT Barrel

TNT Barrels explode when they are thrown. Be careful, because some Kremlings actually like to live in TNT Barrels.

10

DK Barrels

Here's where you'll find your partner if you don't already have him or her with you. If you already have both characters, you won't be able to break this Barrel when it is in mid-air.

11

Star Barrels

These barrels mark a midway point in the stage. If you break one of these barrels, you'll continue at that point if you lose a life later in the level.

12

Exclamation Point Barrel

Break these barrels to gain temporary invincibility.

13

Animal Barrel

Barrels marked with an animal friend's picture will transform Diddy or Dixie into the animal if they jump in. If you jump into a Barrel that shows a picture of the animal that you are already transformed into, you will gain an extra hit as that animal.

14

Biplane Barrel

This flying barrel is available for rent from Funky Kong. Use it to travel back to levels you have already visited.

As the home port of Kaptain K. Rool's cutthroat pirates, Crocodile Isle is teeming with all types of Kremlings. There's even more variety of terrain on this island than there was in Donkey Kong County. And K. Rool definitely has the home turf advantage here.

Diddy's first action takes place aboard K. Rool's scuttled flagship, Gangplank Galleon. Even though this hulk isn't seaworthy, it's still manned by a scurvy Kremling crew. You'll find lots of hooks and rigging to climb on here. You can also duck into the flooded cargo hold for more fun!

Visitors venturing onto Crocodile Isle receive a warm reception from the bubbling lava of Crocodile Cauldron. The key to these levels is to avoid getting burned in the ever present red-hot lava. Fortunately, there are many different ways to keep your feet cool: crocodile heads provide safe stepping stones in one area, and hot-air balloons will give you a ride in another.

Yet another Kremling Galleon has sunk here in Krem Quay. Once the port of Crocodile Isle (as if anyone would really want to visit), the place is now a swamp, crawling with rats and other vile vermin. Some of the underwater action here is particularly gloomy, so you'll need a friend with a light to show you the way.

What do the Kremlings do for fun when they aren't making the Kong Family's life miserable? They go to Krazy Kremland, the island amusement park! This area features roller coasters that are not only in extreme states of disrepair, they are also haunted!

You're not out of the woods yet! In fact, you're just entering it when you get to Gloomy Gulch. This spooky area is also haunted by the evil Kremling spirits known as Klaok and Kackle. Even the ropes that once provided a safe way to climb over obstacles are now ghastly and [illegible]!

Kaptain K. Rool is no fool, he's saved the most dastardly traps for use in his own fortress lair. None has entered K. Rool's Keep and lived to tell the tale. Will Diddy or Dixie be the first?

There are rumors of a lost world located deep beneath Crocodile Isle. It has been said that this is the source of the Kremlings, and that there is valuable treasure to be found there, including the elusive true ending of the game. Only the most clever explorers will find this place

Animal Friends

It seems that Diddy and Dixie will not be alone on their quest. First of all, Rambi Enguarde and Squawks return to add their animal abilities to the effort. A handful of new animals also make their debut on Crocodile Isle.

Rambi the Rhino

This powerful Rhinoceros loves to charge. Press and hold the Y Button to make him run. He will use his horn to butt everything out of his path.

Enguarde the Swordfish

Enguarde adds invaluable assistance in aquatic settings. While riding Enguarde you don't need to press the B Button to swim. If you press the Y Button Enguarde will dash forward and use his sharp bill to knock out enemies.

Squawks the Parrot

Squawks's role in Diddy's new adventure is much more important. Rather than just carrying a flashlight, he can now lift both Diddy and Dixie for high-flying adventures. Squawks can also spit eggs at enemies if you press the Y Button.

Rattly the Rattlesnake

Rebelling against the Kremlings who infest the island, Rattly offers his high-jumping ability to help the Kongs. He can jump much higher than the Kongs courtesy of his springy tail.

Squitter the Spider

The web-slinging spider Squitter is one of the coolest new animal friends. When you press the Y Button he spins webs that knock out enemies. He can also shoot web platforms that the pair can use to cross gaps in the terrain by pressing the L, R and A Buttons.

Glimmer the Angler Fish

Glimmer lives in one of the sunken Kremling galleons near Krem Quay. He'll offer his light to show the Kongs the way through one of the darkened underwater levels.

Clapper the Seal

Most seals can't change boiling hot water to room temperature or turn water to ice but Clapper can! Jump on him and he'll perform this valuable service for you.

A more tragic looking bunch of useless no-hopers you'll never see! Iced Espresso and Winky — where've they gone?

SPECIAL AREAS

Even though Diddy and Dixie are supposed to be going on this quest on their own the rest of the Kong clan just couldn't stay out of it especially since there is money to be made helping beginning adventurers! You'll find all the Kong Family members in the prime business locations throughout Crocodile Isle

1 Funky's Flights

Funky's Flights are the only way to fly! If you've already been to an area, you can use Funky's Flights to revisit that place This time, though, you'll have to pay your fare in Banana Coins to get a ticket.

2 Swanky's Bonus Bonanza

Step right up! You're the next contestant on Swanky's Bonus Bonanza! Play this game to win valuable bonus items! It's a gamble, since you have to pay Banana Coins to play

3 Wrinkly's Kong Kollege

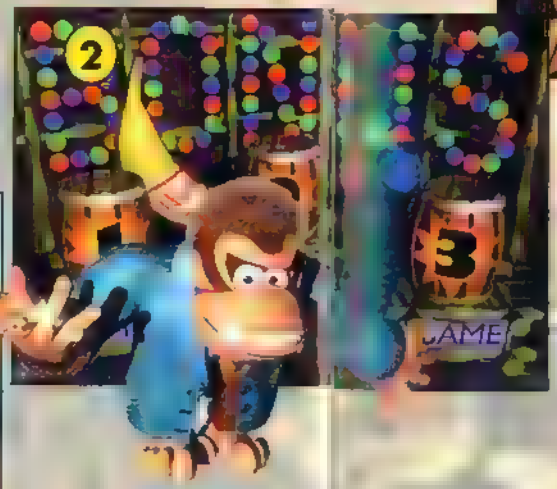
Of course, this manual will tell you almost everything you need to know, but since most people don't read the manual, you can get a lot of basic game education in Wrinkly Kong's school room. Since this is a private school, you'll have to pay tuition in Banana Coins. Even if you don't need the information, you'll want to go to school, because nice Mrs. Wrinkly can save your game.

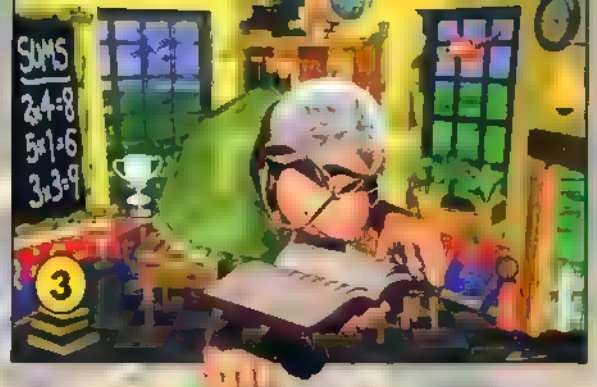
4 Cranky's Monkey Museum

Even old Cranky Kong is getting in on the entrepreneurial spirit. He's opened a Monkey Museum where inquisitive monkeys can go to learn about the lore of Crocodile Isle. Prepare to pay to get the best hints!

5 Klubba's Kiosk

The towering Klubba demands payment of anyone who would cross his bridge, and he'll only accept Kremkoins What's on the other side? Why would anyone want to go there? You'll have to find out for yourself. (Hint: It's worth it!)





Klomp
This peg-leg Kremling is the standard type you will encounter.
Kaboing
This Kremling bounces around on two spring-loaded peg legs.
Neek
Named for the annoying little squeaking sounds they make, these bilge rats infest every corner of Crocodile Isle. Check out their cool rendered fur!
Klobber
This Kremling hides in a barrel. When you get close, he pops out and tries to push you around.
Kaptain K. Rool's Pirate Crew!
KREMLINGS AHOY!
You're on enemy ground now, so you'll be facing craftier, crueler Kremlings than ever before. They don't wear that pirate regalia for nothing!
Klinger
Look out below! Klinger climbs around in the rigging, ready to slide down on anyone below him.
Click-Clack
If you flip this beetle on its back, you can carry it around and use it as a weapon!
28
Kruncha
Muscle-bound and muscle-headed, Kruncha is impervious to Diddy and Dixie's attacks. They only make him mad!
Kannon
It looks like Klump can shoot!
Flitter
Flitter hovers in many locations. Bouncing off these dragonflies is a useful means of reaching hidden areas, but be careful!
Zinger
The bugs are back! Zingers return to endlessly buzz about and cause the Kongs all kinds of problems.
Klubba
His club should give you a clue about what might happen if you try to cross his bridge without paying the toll!
Klampon
He's Klaptrap's bigger brother, and he has a monstrous appetite for monkeys!
Lockjaw
This fat-lipped piranha will try to bite anyone who swims too close.
Shuri
Shuri spins around underwater, trying to skewer careless swimmers with its pointy little arms.
Flotsam
Flotsam is a stingray that cruises ceaselessly back and forth.
29

More baddies!

Kackle & Kloak

These ghostly Kremling spirits haunt many locations on Crocodile Isle.

Kaboom

This sly Kremling loves explosive surprises. Watch out for TNT barrels—Kaboom may pop out just before you reach them.

Krook

Krook rockets his hooked hands at anything that comes near.

Cat-O'-9-Tails

This crazy cat is a whirling dervish. It will tangle you up in its many tails and spin you round until it collapses.

Puftup

Slowly but steadily, Puftup rises from the depths, getting bigger and bigger as he puffs himself up. Watch out for his spines!

KrocHeads

The green heads make great stepping stones and the brown heads are excellent springboards for reaching those high places.

Kutlass

Kutlass mail-ordered his razor-sharp swords from a TV offer. They turned out to be a little bigger than they looked on his small screen. Excellent!

Kaptain K. Rool

The leader of the pack is back, and this time he's packing a blunderbuss! Ouch!

Spiny

Spiny may have a soft underside, but its quills will strike you if you get too close.

How many? I reckon they've just put fancy pictures in here to make it look good. There're only three of these in the game, at most!

Cranky's Hints

See, I knew you'd have to come crying to old Cranky, begging him to share his vast game play knowledge with you. Did you think that just because you tortured yourself by reading this boring manual I would actually reward you with some free hints?! Pshaw!! You can pay for my hints in the Monkey Museum, like everyone else!

I did hear that that rag Nintendo Power will be printing up some sort of strategy guide for this game, though. I don't know why, since the game doesn't require any strategy that I could find! Anyway, if you really want to waste your money on it, you might actually learn some of the secrets. But don't expect to find me in their guide! This is the last pitiful cameo appearance I'm going to make!

Secrets, my beard! The only thing that's secret is the game play, cause I can't find any!

NOTES

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REV-B

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REV-I

3-MONTH LIMITED WARRANTY

(For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual. This warranty is valid only in the United States.